

MUTINY ON MONKEY ISLAND

A step by step break down of the game flow

- **Get introduced to the Governors plan.**

The first person the player will come across is the lookout high atop the cliff Méleê is built on. The lookout will fill the player in on the Governors quest for the Treasure of Monkey Island. Other information will come from people met in Méleê.
- **Put together a crew on Méleê Island.**

In order to find a crew, the player will have to search the island looking for people willing to undertake a voyage with an inexperienced captain (note: the lead character is no longer a has-been pirate). Between 1/4 and 1/3 of the game will consist of putting together this crew. The player will need three crew members. On the Island will be five people willing to go. There will be personality conflicts that keep the player from picking more.
- **Set Sail**

The player will be informed before leaving Méleê that his ship can not carry enough food or water for the long journey to Monkey Island. In order to make it, the player will need to raid ships for food or goods that can be traded on near by Islands.
- **Raid Ships**

To raid a ship, the player will engage in combat using cannons and possibly hand-to-hand sword fighting once the ship is boarded. The player will control the ship, the cannon firing will happen automatically. The accuracy of the cannons is determined by the quality of the crew chosen. This is very similar to the biplane sequence in Indy III. There will be many different kinds of ships, each will be carrying different cargo, which will be a factor in the strength of the ship. For example: A ship carrying coco beans should not be armed with more than one or two cannons, and it's crew will most likely not be very skilled in defense. On the other hand, a ship carrying gold or silver for the king is going to be armed quite well and manned by a very swift crew. Choosing prey will be

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very important. As the crew gains experience, and the player learns how to navigate, bigger ship can be challenged. Dying in a battle will be difficult. Most of the time a lost battle will result in a damaged ship. Damage can be repaired given the right crew members.

- **Sell stolen goods to near by Islands**

Most captured ships will contain goods such as cotton, coco beans and coffee. Since it is impossible to make it to Monkey Island without restocking the ship, and the player will not have enough money on the onset of the trip, it will be necessary to sell these goods in order to buy food and supplies. Not to worry, islands willing to sell food to a pirate crew are plentiful in this part of the Caribbean.

- **Repeat Raid/Sell until Monkey Island has been found**

Depending on how long it takes the player to find Monkey Island, this sequence will have to be repeated. Under ideal conditions, the player will have to raid 2 to 3 well armed ships. The harder the ships are to fight, the fewer that will have to be raided. For the player that doesn't like action, they can pick on many weak (no-brainer) ships rather than a few harder ones.

- **See Ghost Ship once during the night**

Once during the voyage to Monkey Island, the Ghost ship will be spotted. It will appear during the night, mysteriously circle the players ship and then vanish. If the player tries to fight the ghost ship, he will quickly learn that it is unbeatable. (at least given the current circumstances)

- **Reach Monkey Island**

The player will finally reach monkey Island. He will find that the island is surrounded by shallow water (20-30 feet deep) and it's impossible to get the ship close enough to safely get to land. The crew decides to anchor just off the coast and wait until morning before solving this problem.

- **Crew is missing from the ship in the morning**

When morning finally comes, the player finds his crew missing and himself stranded on the ship with no way to reach the island. There are signs of a struggle on the top deck of the ship. The crew did not leave the ship of their own free will.

- **Find way onto Monkey Island**

After much effort, the player finds a way to get to Monkey Island. This is accomplished by shooting himself out of the cannon and landing on the nearest beach. (yuk yuk yuk yuk yuk yuk yuk)

- **Find Oar to paddle long boat**

The beach where the player lands is cut off from the rest of the island by an impassible forest and rock ridge. Fortunately, the long boat used by the crew to reach shore can be found near by. The only problem is that the oar is missing. After a quick search of the surrounding area, the oar is located...at the bottom of a small cliff. A pair of vines can be used to climb down the cliff and retrieve the oar.

- **See Monkey Head**

While searching the Island, looking for the oar, the player should (will) come across a giant stone monkey head. He will see natives entering the head and throwing fruit to it. One of the things the player will witness is how the Natives get the monkey head to open. It involves a strange bamboo "key".

- **Get caught by natives**

When the player sneaks into the Native village to get the bamboo key, he will be caught. He will be put into a hut while the pot is being heated up. The player can escape through a trap door (?) in the floor and be on his way.

- **Find and free native caught in quicksand**

Not far from the village, the player comes across the Native that was sent looking for him, and he is caught in quicksand. If the player frees the native, he will run off into the woods.

- **Return to village**

Each time the player goes back to the village in an attempt to get the key, he will be thrown into the hut. Each time this happens, the player can simply exit via the trap door. The natives keep barring the door tighter and tighter, assuming that is the escape route. After the fourth time, the player will be put in the pot. While the natives go off to wash up, the native that was saved releases you. At this point, the player will have a limited amount of time to find the key and leave.

- **Follow Map/Clues to the "Treasure"**

The map that was given to the player by the Governor contains a series of clues that will lead to the treasure. If the player will follow these, he should find himself standing in front of a giant stone monkeys head. This is also the place used by the natives to worship, so secrecy is a must.

- **Find crew tied up under ground near the "Crack"**

Deep beneath Monkey Island the player finds two strange sights. The first is his crew, bound and gaged. The second is a bizarre glowing crack which sits exactly where the map says the treasure should be.

- **Free the crew**

Freeing the crew turns out not to be too difficult, but certainly not a free-bee. In addition to finding the crew, the player finds a voodoo priestess (the daughter of the Native priest) who was locked up by the Governor. One of the things learned in the course of playing the game is that the Governor used this priestess to help him make his magical root. To keep her under wraps, he locked her up.

- **Fight Bad Guys (yet to be named) and escape from underground**

The moment the crew is free, the party is jumped by a band of Ugliers -- Dead Ugliers. In the tradition of James Bond, the bads guys divulge the whole operation in a elaborate cut-scene filled with boring text. At an opportune moment, the player (or a crew member if the player fails to react) will grab his sword and start fighting. Unless the player is really stupid, he and his crew will drive the Ugliers away and escape to the surface.

- **Return Priestess to village**

When the player returns to the village, the priestess' father is thankful for his daughters safe return. The Natives realize that you are not just another one of the Governors pirates. They agree to help you defeat him by making you an anti-root. In order to do this, you must find four ingredients, one of which is another root. In addition to making the root, the natives give you the head of their best navigator to help you on your voyage. In order to protect the severed head, the natives and wrapped it in a string of eyeballs, which render it invisible to the dead.

- **Set sail from Monkey Island**

Return to your ship. (maybe the tide is high)

- **Raid a ship for Silver**

Another piece of information learned is that the Ghost Ship can only be defeated by using silver cannon balls, and the battle must take place under ground. Assuming the player didn't stock pile a bunch a silver during the initial voyage, he must find and raid silver ships.

- **Find Island with blacksmith to forge "silver cannon balls"**

On a small Island just off Méleé lives one of the best blacksmiths in the new world. He must be sought out and convinced (\$\$\$) to forge the bricks of silver into cannon balls.

- **Find Island with magical root**

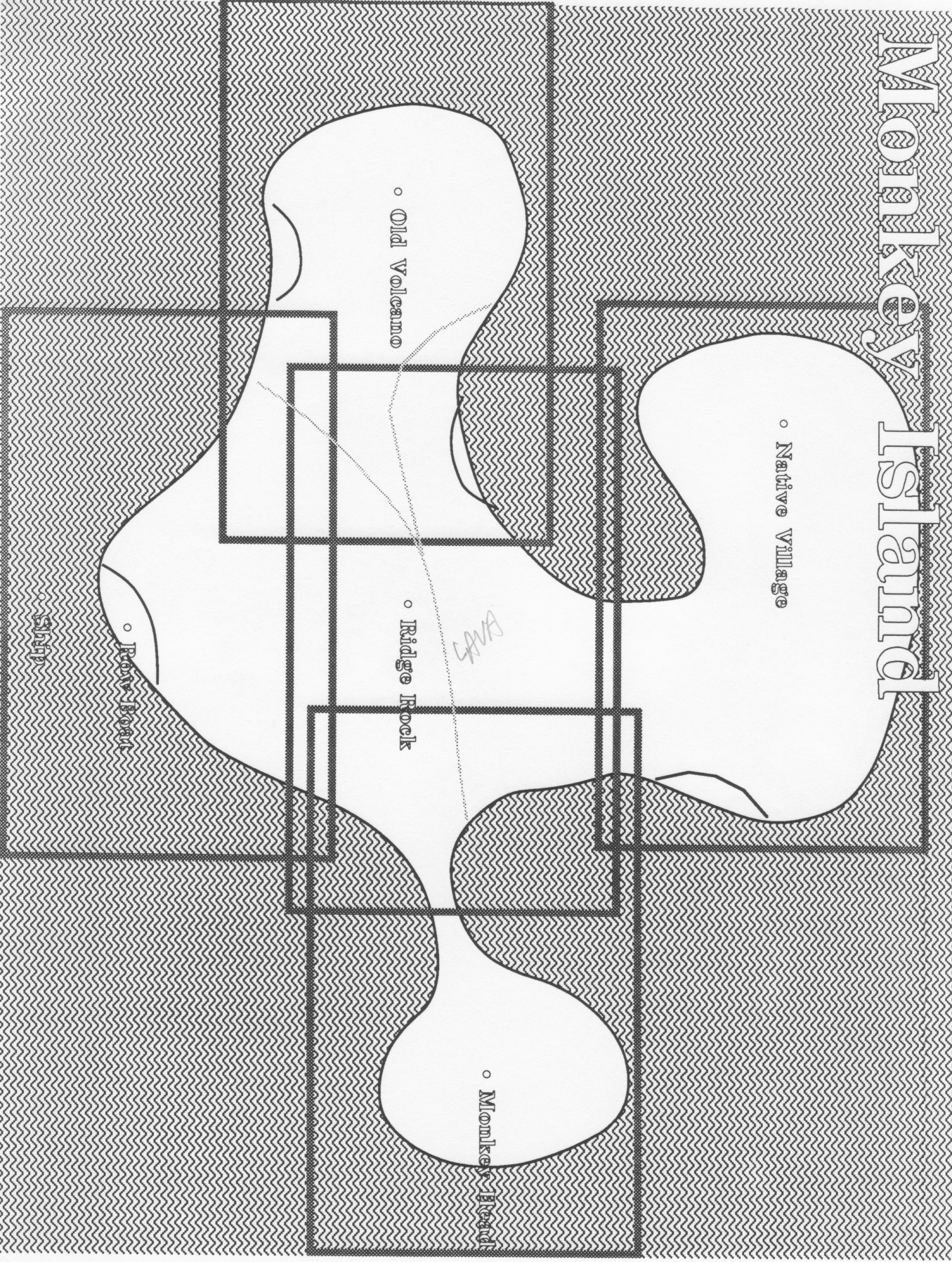
The magical root is very rare. It only grows on one Island in the world. One this Island are only two trees which bare the root, one of the has already been dug up by the Governor.

- **Return to Monkey Island**

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- **Blow up rock cliff making an entrance to the under ground rivers**
On the far side of Monkey Island is a sheer rock cliff over 100 feet tall. If you watch the cliff carefully, you will be the Ghost Ship sail right through the rock to and from the under world of Monkey Island. Since the player has a ship made of wood, sailing through the rock proves not to be a good Idea. The player will have to destroy the rock, allowing a normal ship to pass. Doing this involves building up high pressure steam and blowing a hole in the cliff.
- **Follow Ghost ship under Island**
Stake out time.
- **Fight Ghost Ship in under ground rivers of Monkey Island**
Using the battle techniques learn in the first hundred hours of the game, the player quickly defeats the Ship of the Dead. If the player decided to board the ghost ship, he will quickly learn that it is impossible in his current state. By remembering the eyeball necklace's unique property to making things invisible to the dead, the player is able to board the ship and recover the last ingredient.
- **Make an "anti-root"**
Returning to the village, the natives preform a ritual better left to professional and the result is a "anti-root" capable of destroying the Governor and his evil plan
- **Return to Méleê**
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- **Final showdown with Governor Fat. Another fight not to be missed.**
Lots of special case animation, Sound-effect-fu, Wiz-bang-action-fu, Exploding-dead-guy-fu, Flying-lightning-fu, Mocho-rambo-fu, no breasts, Joe Bob says check it out.
- **Roll credits**
Everything done by Ron Gilbert with no help from anyone else.

Monkey Island



○ Old Volcano

○ Native Village

○ Ridge Rock

○ Monkey Head

○ Prow Boat

Ship

CANA